

Abstract

The role of museums in the world of education makes museums a non-formal educational institution. Museums become a means of recreational learning without taking the role of the teacher. One of the museums that can be used as reference material is the Ir. Djamiludin Suryohadikusumo Wanabhakti forestry museum, located in DKI Jakarta. The existence of the forestry museum as a center for documentation and information about Indonesian forestry. The museum has a collection of 883 artifacts of historical evidence of forestry in Indonesia. However, the visitation rate of the Ir. Djamiludin Suryohadikusumo Forestry Museum is low compared to other museums in Jakarta. This is because the general function of the museum has not been running optimally and there are several problems related to the interior of the museum that are less relevant to today's developments. The purpose of this design is to make the Ir. Djamiludin Suryohadikusumo Forestry Museum into a forestry information center that is relevant to current developments and can provide experience to museum visitors. The methodology used in this design is by collecting secondary and primary data such as observation, interviews, documentation and literature studies. The results of this design are expected to be many people visiting the museum and more and more people who realize the natural wealth of Indonesia and begin to care about the surrounding environment.

Keywords: Interior Design, Museum, Metaphor